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NINTENDO DS™



INSTRUCTION BOOKLET

SEGA

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**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.**

### **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions  
Altered vision**

**Eye or muscle twitching  
Involuntary movements**

**Loss of awareness  
Disorientation**

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

### **WARNING - Radio Frequency Interference**

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

### **WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

### **WARNING - Battery Leakage**

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

### **Important Legal Information**

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

REV-E



*The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.*



Nintendo does not license the sale or use of products without the Official Nintendo Seal.

**THIS GAME CARD WILL WORK  
ONLY WITH THE NINTENDO DS™  
VIDEO GAME SYSTEM.**

Thank you for purchasing *Iron Man™ 2*. Please note that this software is designed for use with the Nintendo DS™ system. Be sure to read this instruction booklet thoroughly before you start playing.

# IRON MAN™ 2

## CONTENTS

<b>STORY</b> .....	4
<b>STARTING THE GAME</b> .....	5
<b>IRON MAN</b> .....	6
<b>WAR MACHINE</b> .....	8
<b>HEADQUARTERS</b> .....	10
<b>FACTIONS</b> .....	12
<b>SCORING</b> .....	14
<b>POWER UPS</b> .....	14
<b>PAUSE MENU</b> .....	15
<b>REPULSOR REBOOT</b> .....	15

**Note:** Close your Nintendo DS system during play to cause it to enter Sleep Mode and minimise battery consumption. Simply open your Nintendo DS system to take it out of Sleep Mode.



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## STORY

Since Tony Stark made his shocking announcement to the world "I am Iron Man," – the global super-arms race has begun. As Russia experiments with dangerous Tesla energy projection technology, Advanced Idea Mechanics (A.I.M.) combines materials science with an astounding dis-interest in operator safety to produce armored exoskeletons. Meanwhile, energy company Roxxon, has put it's recent acquisition of Hammer Industries, to use as it deploys a line of mobile battle platforms.

The world has seen the face of 4G warfare, and it's a face that has no real future unless Iron Man steps in, *right now!*

## STARTING THE GAME



At the Title Screen, choose **Start Game** to start or **Credits** to view staff credits (see below for Menu Controls).

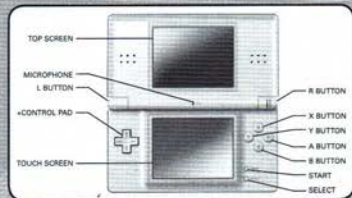
Next, choose one of three save slots: choose a blank slot to start a new game, or choose a slot with saved game data to continue from where you left off. Alternately choose **Copy save slot** to duplicate (you will be asked to choose a destination slot), or **Delete save slot** to delete it.

The progress of the game is saved automatically.



## MENU CONTROLS

Use the +Control Pad to move the cursor, and press the A Button to enter selection. Press the B Button to cancel. Alternatively, touch the selection on the Touch Screen with the stylus to highlight it. Touch the  mark at the bottom right to enter selection, or the  mark to cancel.



Nintendo DS™ Lite

### CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.



# IRON MAN

The central hero of the game. His suit can hover, fly, has weapons concealed throughout, and can fire repulsors from the palms of his hands.

In this game, you will start with the Mark VI Iron Man suit. But as the game progresses, you will unlock other suits by fulfilling certain criteria.

## Tony Stark

The man in the Iron Man suit. He is a scientific genius, impossibly rich, and makes frequent wisecracks.



## HUD for Iron Man

### ① Shield Meter (top gauge)

You will be out of action if this depletes to zero. See p.15 (under REPULSOR REBOOT) for reviving. The lost units on the meter will be regenerated with time.

### ② Special Weapon Meter (middle gauge)

Hold the X Button to charge.

### ③ Special Weapon Charges available (bottom gauge)

### ④ Boss Health Meter (when fighting a Boss)

### ⑤ Power Reroute System

Touch to select Iron Man's mode from the following:  
Attack (top): Powers up Iron Man's attacks.  
Defense (middle): Iron Man gets an extra "armor".  
Special Abilities (bottom): Special Weapon Meter charges up quicker.

### ⑥ Radar



## Controls for Iron Man

Iron Man is controlled with +Control Pad and buttons only. The button assignments can be changed in the Pause Menu (p.16).

### Basic Movements

#### +Control Pad

Move; press down while on the ground to duck/crouch

#### A Button

Repulsor Blast (press in combination with the +Control Pad to shoot in the direction entered)

#### B Button

Jump; Hover (press twice; see below);  
Flight (hold down, +Control Pad to control your direction)

#### X Button

Special Attack; Interact with Objects

#### Y Button

Melee Attack

#### L Button

Cut Engines (Hover); Aim Lock (hold down)

#### R Button

Block

## Hovering / Flight

Press the B Button twice to hover. In this state, use the +Control Pad to fly Iron Man. Press the L Button to cut the hovering engine, making Iron Man fall to the ground. Hold the B Button while hovering to engage full flight. Use the +Control Pad to control your direction.

## Dash

Double tap +Control Pad left/right in the same direction at any time, or up/down while hovering to make a short dash, charging any enemies in the way.

## Melee Combo

Press the Y Button four times in succession for two high jabs, then a low gut punch, and a roundhouse kick using Repulsor Thrusters for extra fire damage that knocks the enemies away.

## Special Attack

Press and hold the X Button until a ball of light shines, then release the button to fire. With upgrades, you can charge up the Special Weapon Meter before you release for a more powerful shot. You can fire only when you have charges available.

# WAR MACHINE

The former Mark II Iron Man suit, adapted by Hammer Industries and the U.S. military so that it now has heavier armor and multiple external weapons.

## James "Rhodey" Rhodes

A U.S. Air Force Colonel and a friend to Tony Stark. Rhodey pilots the War Machine suit. He is soft-spoken, professional, and responsible.



## HUD for War Machine

### ① Shield Meter (top gauge)

You will be out of action if this depletes to zero. See p.15 (under REPULSOR REBOOT) for reviving. The lost units on the meter will be regenerated with time.

### ② Chain Gun Overheat Meter (middle gauge)

Don't let this reach the red zone, or you will have to wait for it to cool down before you can use the chain gun again.

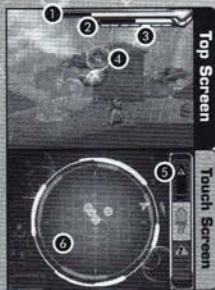
### ③ Special Weapon Charges available (bottom gauge)

### ④ Targeting Reticule

### ⑤ Special Weapon Activation System

Slide the safety tab upward (touch the top yellow "!" mark), then touch the red button to activate. You must first fill up the Special Weapon Charges by collecting "charges" dropped by defeated enemies.

### ⑥ Radar



## Controls for War Machine

The controls for War Machine differ from Iron Man. Use the stylus to touch the Touch Screen, slide over it, or tap it (touch, then quickly lift the stylus) for various attacks.

## Movements

+Control Pad up  
or X Button

Move up

+Control Pad down  
or B Button

Move down; guard (while on the ground)

+Control Pad left  
or Y Button

Move left

+Control Pad right  
or A Button

Move right

## Dash

Double tap +Control Pad (in the same direction) or the corresponding button to perform a short dash, charging any enemies in his path.

## Chain Gun

Tap the Touch Screen at the location relative to the center (where War Machine is) to move the targeting reticule, and War Machine will fire the chain gun in that direction. Note that if it's used continuously, it will eventually overheat and be out of use for a time until it cools. Watch the overheat meter.

## Arm Canon (Grenades)

Tap the Touch Screen at a location relative to the enemy to launch a grenade.

## Missile Attack

Hold either the L or R Button, and touch and slide the stylus on the Touch Screen to move the targeting reticule over to the enemy. When the targeting reticule turns red for a lock-on, lift the stylus to fire a missile. You can lock onto multiple enemies.

## Melee Attack

Stand next to the enemy, then tap the Touch Screen to punch the enemy.



# HEADQUARTERS

In between Missions, players will play the role of Tony Stark in his home workshop to help prepare Iron Man and War Machine for their upcoming missions.

## Movements

+Control Pad

Move

B Button

Jump

X Button

Interact (see below)

## Interaction in the Headquarters

To interact in the Headquarters, stand in front of the flashing downward arrow. When the X Button icon appears, press it for various interactions. Here follow the brief descriptions as to what you can do in the Headquarters.

### Missions (Mission Computer)

This is where you select the next mission to play, or communicate with various characters to learn the story behind the scene.

You may choose to play a new mission or retry the previously-cleared mission. In each mission, you have a selection of Iron Man level and War Machine level. When you clear both levels, a bonus level and boss level will be unlocked.

By clearing each level, you will earn Terabytes of Field Data that you can spend on upgrades.

After each Mission Location is completed, speak to the contacts via the mission computer to gain new information.

### Combat Room

Test your skills by battling against various enemies in a simulator. You can earn additional rewards this way.

### Suit Selection

Pick between the different Iron Man & War Machine suits. The extra suits can be obtained by meeting certain requirements. Some upgrades created in Upgrade Station (see below) can also be selected here to customize your suits.

### Upgrades

Once enough Terabytes of Field Data are earned, you can spend them on creating an enhancement for your existing abilities or a new weapon.

First select either Iron Man or War Machine, then select one of the tabs at the bottom of the Touch Screen for the type of upgrades. For each desired upgrade to create, press the A Button to research. You may choose as many upgrades as you will at once, as long as you have enough Terabytes of Field Data. Finally, press the X Button to confirm and create the upgrades, or press the B Button to cancel.

**Note:** On the top screen, you can verify the controls for the selected upgrades.

### Collectibles

In each mission level, collectible artwork is scattered in various places. Once collected, these can be viewed from here. Artwork includes comic covers and concept art.

# FACTIONS



## S.H.I.E.L.D.

What's the world's most state-of-the-art technology and best-trained soldiers just aren't enough, the Strategic Homeland Intervention, Enforcement and Logistics Division often calls upon Iron Man and War Machine to assist in their defense initiatives.



### Nick Fury

The director of S.H.I.E.L.D. and commander of the Helicarrier.

### Helicarrier

S.H.I.E.L.D.'s airborne base of operations rivals Tony Stark's Iron Man armor as one of the most impressive pieces of technology ever created.



## Russia

Russian separatists are under command of General Shatalov.



### Valentin Shatalov

Russian separatist leader and pilot of the Crimson Dynamo.

### Crimson Dynamo

20-foot-tall power armor suit built by AIM for General Shatalov in exchange for the use of his Tesla power facility to power the processor farm needed to boot up ULTIMO. Can pull the hero in or throw him back using attraction and repulsion fields. Also, bull-rushes the hero and has ranged electrical attacks.



## Roxxon

Multinational Industrial giant involved in energy production and military contracting. After purchasing Hammer Industries, they now operate the drone program for the U.S. military (though now they also sell to all including General Shatalov).



## AIM

An unscrupulous global technology company run by Kearson DeWitt. Much of the inventions are built on stolen Stark technology.



### Kearson DeWitt

Former Stark employee and scientist with a desire to destroy Tony Stark.

### ULTIMO

A rogue AI built from stolen JARVIS code. Appears in a skyscraper-tall battle chassis.





## SCORING

At the end of every Iron Man, War Machine, Bonus and Boss level you will be given a ranking based on your performance.

Your show of skill during missions earns you Terabytes of Field Data (TFDs) based on your ranking. The TFDs are used to purchase upgrades (see p.11 under Upgrade Station).

These rankings are (from highest to lowest):  
**S > A > B > C > D > NG** (no grade)

Ranking is calculated based on the following categories:

### Defense Bonus

How much damage the player receives.

### Time Bonus

How fast the player beats the level.

### Accuracy Bonus

How accurate the player is.

### Collectibles

What the player has collected in the level.

**Note:** If you beat a previously beaten level and received a higher ranking, you are only rewarded the difference between your old ranking and the new one.

## POWER UPS

During missions, picking these up will grant a temporary performance boost.



### Attack Increase

All attacks do more damage.



### Triple Shot

Repulsor and Chain Gun Attacks spread into three directions.



### Invincibility

Take no damage from enemies.



### Special Weapon

Add one charge to the Special Weapon meter.



## PAUSE MENU

During a level or inside the Headquarters, press START to pause the game and display the Pause Menu. During some levels, the objective may also be displayed.

### Controls

Change the button assignment for each control function when using Iron Man. Use the +Control Pad up/down or touch the button icon next to the name of control to move the cursor, then press the button you wish to use for that control. Note that you must exit this screen by touching the ☒ mark (accept changes) or the ☐ mark (cancel changes).

### Audio Settings

Change the output levels of Sound and Music.

### Languages

Change the language of the game.

### Exit to Hub

Quit the current mission and return to the Headquarters. Available only during a mission.

### Quit Game

Quit the game and return to the Title Screen. Note that any unsaved portion of the game progress will not be saved.

## REPULSOR REBOOT

When your Shield Meter depletes to zero, you will have a chance to revive the character in the form of a mini game.

On the Touch Screen, two or more arc reactor coil rings appear. Each ring has one or more circuit contacts facing towards other rings. Rotate the rings to line up all the contacts so that the central power core lights up and powers all of the rings within the time limit. If successful, the player will revive to continue the current mission. If you fail, the mission is failed and you must restart from the Headquarters.



# IRON MAN 2™

hasbro.com/ironman

Enter the action-packed world of the invincible Iron Man – the most powerful, high-tech Super Hero in the world!

Iron Man™ Mark VI

Mark VI  
Red Vortex

War  
Machine™

Collect them all! Each sold separately.

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## Obtaining technical support/service

To receive additional support, including troubleshooting assistance, please contact SEGA at:

- Online: help.sega.com
- Telephone: 1-800-USA-SEGA

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